

# Automata with Modulo Counters and Nondeterministic Counter Bounds

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# Nondeterministically Bounded Modulo Counter Automata (NBMCA)

- A two-way input head.
- A constant number of  $k$  counters.
- A finite state control.

# Counters

Each counter consists of

- a **counter value**,
- a **counter bound**.

The **counter value**

- can be incremented or left unchanged,
- starts again at 1 if counter bound is reached.

The **counter bound**

- changes if a counter is **reset**.

# Transitions

- Current state,
- currently scanned input symbol,
- signals for whether the counters have reached their counter bounds,

⇓ (deterministic transition) ⇓

- next state,
- input head movement,
- {increment, keep unchanged, **reset**} each counter.

**RESET: A new counter bound is nondeterministically guessed between 0 and  $|w|$ . Counter value is set to 1.**

# Repeated Variable Factors

Goal: provide an algorithmic framework for recognising languages that are defined by repeated variable factors (e. g., Pattern languages, extended regular expressions with backreferences):

- $\{xx \mid x \in \{a, b\}^*\}$ ,
- $\{xaxyxby \mid x, y \in \{a, b, c\}^*\}$ ,

# Example

An NBMCA recognising  $\{x a x y x b a y \mid x, y \in \{a, b, c\}^*\}$ :

- We use 2 counters, which are reset initially, i. e., two counter bounds  $C_1$  and  $C_2$  are guessed.
- Check whether  $w = u_1 d_1 u_2 u_3 u_4 d_2 d_3 u_5$ , where
  - $|d_1| = |d_2| = |d_3| = 1$ ,
  - $|u_1| = |u_2| = |u_4| = C_1$ ,
  - $|u_3| = |u_5| = C_2$ .
- Check whether
  - $d_1 = d_3 = a$ ,
  - $d_2 = b$ ,
  - $u_1 = u_2 = u_4$ ,
  - $u_3 = u_5$ .

# Application

NBMCA have been successfully applied in order to identify large classes of pattern languages with a polynomial time membership problem (R., S., CIAA 2010).

# Notation

- $\text{NBMCA}(k)$  denotes the class of nondeterministically bounded modulo counter automata with  $k$  counter.
- $\text{2NFA}(k)$  denotes the class of two-way  $k$ -head NFA.
- For a set  $A$  of automata,  $\mathcal{L}(A)$  describes the set of languages that can be recognised by automata from  $A$ .



# Expressive Power of NBMCA

## Theorem

For every  $k \in \mathbb{N}$ ,

- $\mathcal{L}(\text{NBMCA}(k)) \subseteq \mathcal{L}(\text{2NFA}(2k + 1))$ ,
- $\mathcal{L}(\text{2NFA}(k)) \subseteq \mathcal{L}(\text{NBMCA}(\lceil \frac{k}{2} \rceil + 1))$ .

# Hierarchy

## Theorem

*For every  $k \in \mathbb{N}$ ,  $\mathcal{L}(\text{NBMCA}(k)) \subset \mathcal{L}(\text{NBMCA}(k + 2))$ .*

# Decidability 1/2

Since NBMCA can simulate two-way multi-head automata, the emptiness, infiniteness, universe, equivalence, inclusion and disjointness problem are undecidable for NBMCA.

## Definition

$(m_1, m_2, l)$ -REV-NBMCA( $k$ ): NBMCA( $k$ ) that perform at most  $m_1$  input head reversals, at most  $m_2$  counter reversals and reset every counter at most  $l$  times in every accepting computation.

# Decidability 2/2

## Theorem

The emptiness, infiniteness and disjointness problems are decidable for the class  $(m_1, m_2, l)$ -REV-NBMCA.

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## Theorem

The emptiness, infiniteness, universe, equivalence, inclusion and disjointness problems are undecidable for the class  $(3, \infty, 1)$ -REV-NBMCA(3).

# Stateless NBMCA

SL-NBMCA( $k$ ) denote *stateless* NBMCA( $k$ ).

## Theorem

For every  $M \in \text{NBMCA}(k)$ ,  $k \in \mathbb{N}$ , with a set of states  $Q$ , there exists an  $M' \in \text{SL-NBMCA}(k + \lceil \log(|Q| + 1) \rceil + 2)$  with  $L(M) = L(M')$ .

# SL-NBMCA with Restricted Nondeterminism

$1\text{SL-NBMCA}_k(1)$  are *one-way*  $\text{SL-NBMCA}(1)$ , where, for every counter, only the first  $k$  resets have an effect (i. e., a new counter bound is guessed).

## Theorem

For every  $k \in \mathbb{N}$ , there exists a language  $L \in \mathcal{L}(1\text{SL-NBMCA}_k(1))$  with  $L \notin \mathcal{L}(1\text{SL-NBMCA}_{k'}(1))$  for every  $k' \in \mathbb{N}$ ,  $k' < k$ .

## Theorem

There exist infinitely many  $k \in \mathbb{N}$  such that  $\mathcal{L}(1\text{SL-NBMCA}_k(1))$  and  $\mathcal{L}(1\text{SL-NBMCA}_{k+1}(1))$  are incomparable.

## Questions

Thank you for your attention.